

# Ecosystem Enablement

Increase the value of Play to Android Developers

Jan, 2020



Authors: Ashraf Hassar



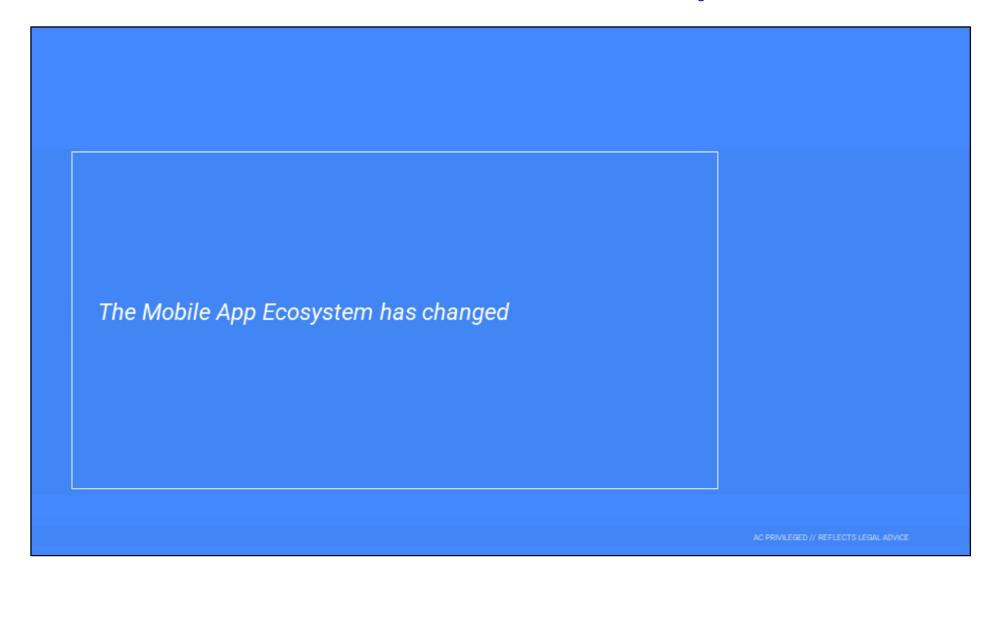
## Agenda

- The change in Developers' needs
- DSAT Results
- Solution [Ecosystem Enablement]
- Progress to date on Ecosystem Enablement Partners and expected close date
- Communications to dev Strategy and Workflows
- Next Steps

## **Executive Summary**

- Developers 'needs are changing and they outsource big part of their needs. The main 2 reasons of
  outsourcing are the lack of expertise on their teams and the lack of budget. They are also very
  interested in Google's recommendations on which 3rd party to outsource to
- Ecosystem Enablement is bridging the gap between devs' outsourcing needs and 1st and 3rd party solutions
- 3rd P providers are keen in working with us but they need to know more details about the target audience, but we are finalizing partnerships
- Some pilots are not feasible given the complexity of the 3rd P. integrations and overhead on devs
- We are gaining traction and expected to have a good catalog to kick off pilots





### The Mobile App Ecosystem Has Changed

#### Mobile Ecosystem Has Changed

Revenue Concentration Most of Play revenue is driven by handful of developers

Evolving Developer Needs Developers are more sophisticated and have expect more from us

Increasing Distribution Competition

- 3P platform stores (e.g., Amazon) and OEM stores
- Developers exploring 1P solutions (e.g., Epic)

# Developer churn risk: Developers stop distributing (or distribute less) on Play

- Many developers evaluating other distribution options
- Current "App Store Tax" meme fueling discontent; undercuts value of Play

# Google opportunity to diversify the number of successful developers and increase the value of Play to developers

 Apps and Games developers asking for solutions to help them accelerate growth and to help them with their outstanding business challenges

6

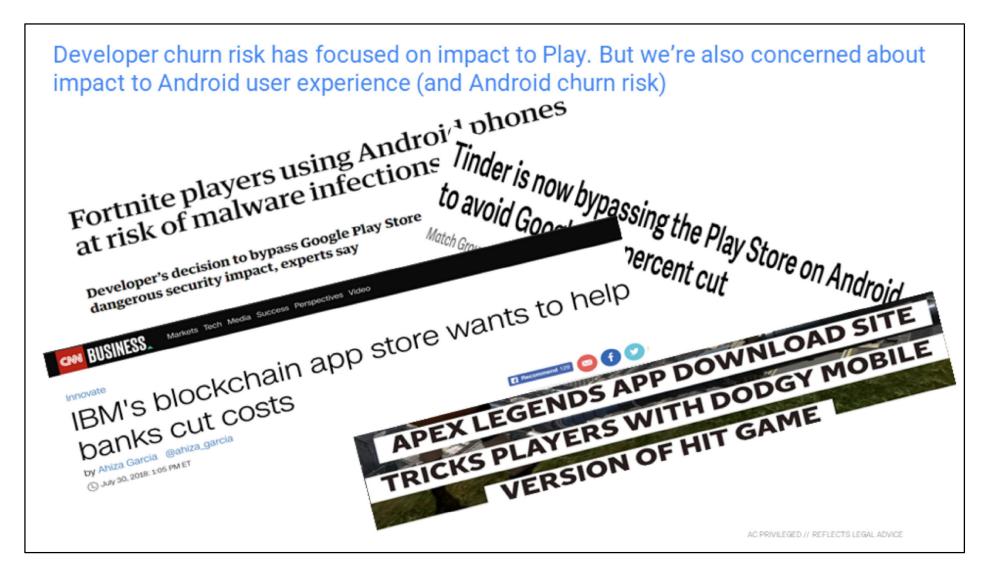
### Developer churn from Play adversely impacts the ecosystem

- Users
- Risks to security and privacy
- Arduous device management
- Friction navigating several catalogs
- Inconsistent and confusing UX

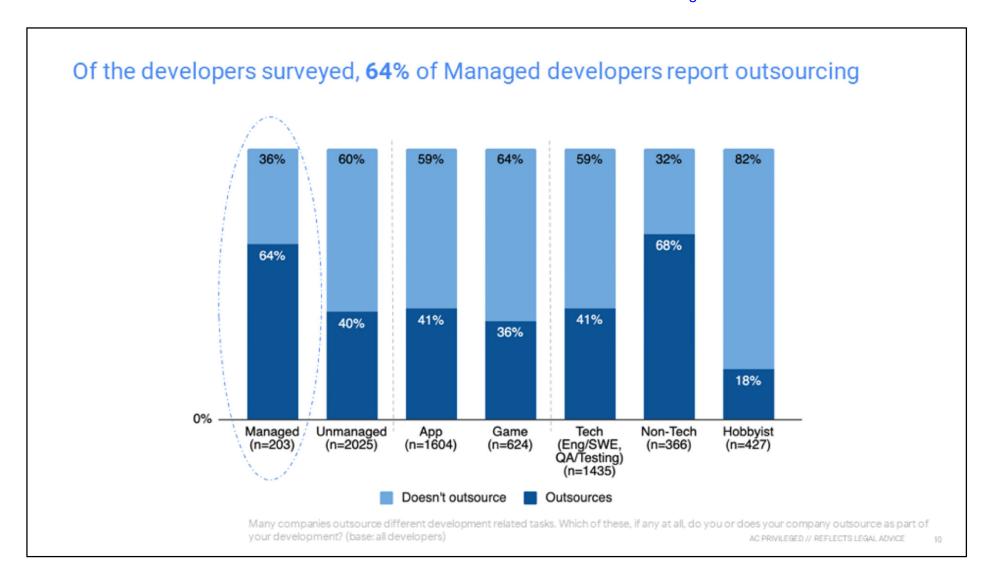
- Developers
- Increased development complexity
- More app breakages, more SDKs and bloat
- Difficulty growing an Android app business

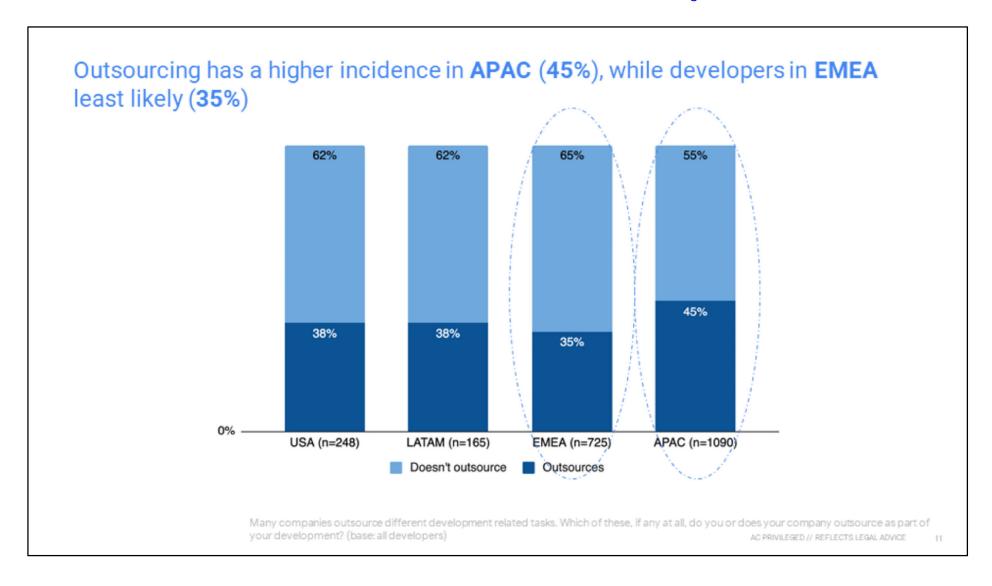
#### Implications for Google

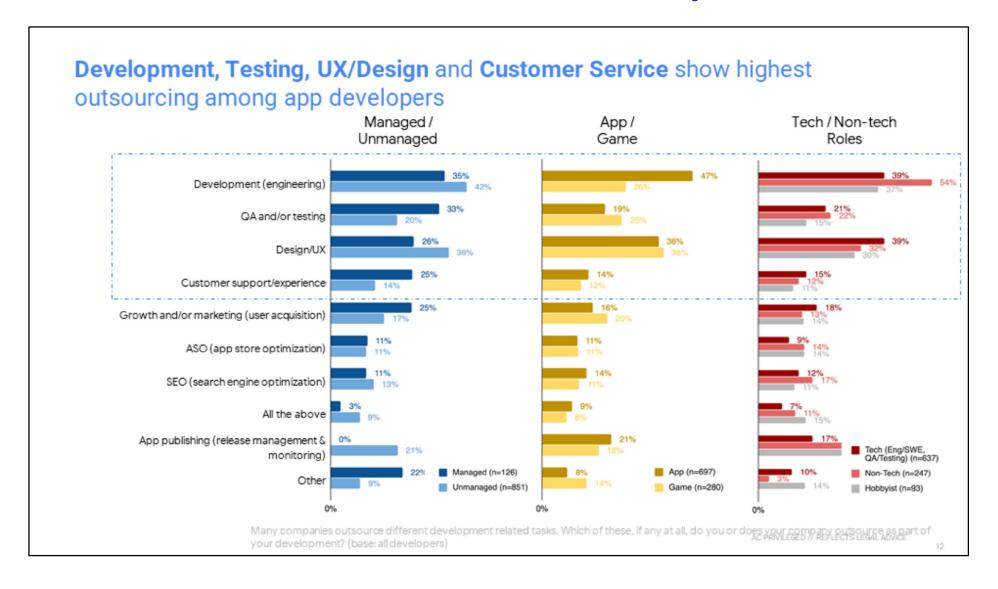
- Decrease in Play revenues through lower volumes and price pressure
- More attention to Android fragmentation and security concerns
- Lower adoption of Google's developer services / APIs
- New catalog gaps over time
- Increase in churn to iOS

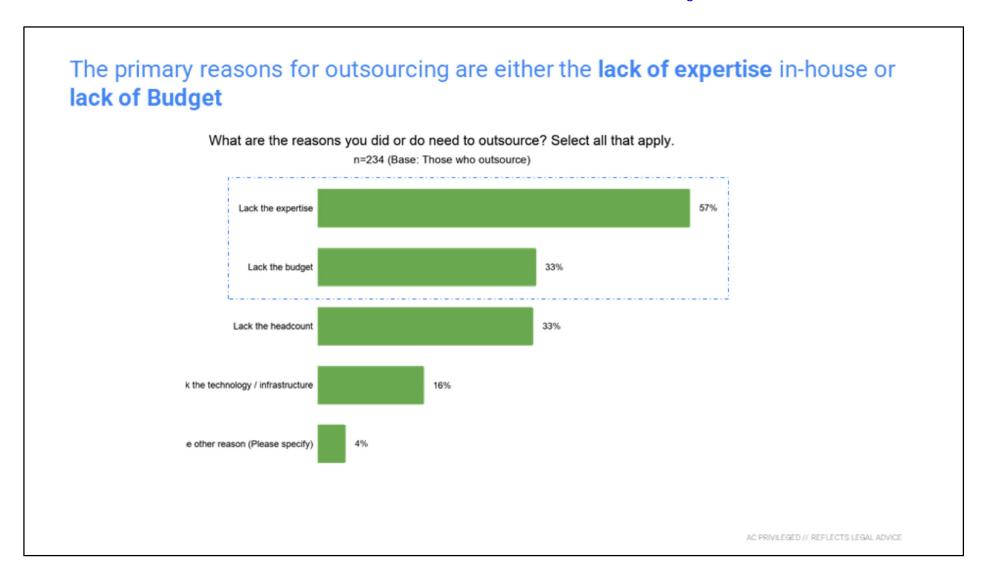




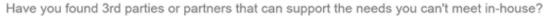




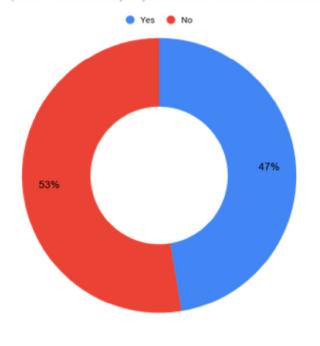








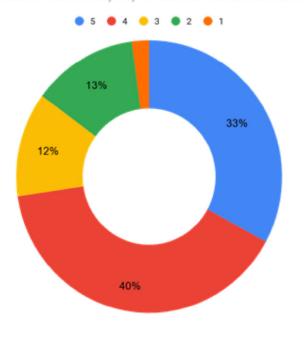
n=234 (Asked of those who say they don't need to outsource services or tools)

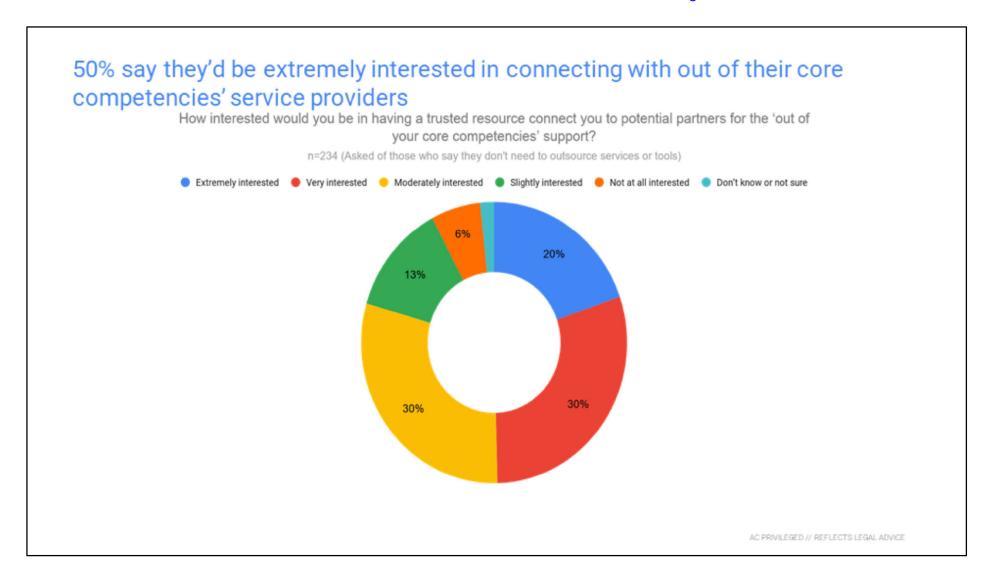


# 73% consider having a trusted resource that can refer potential partners to be valuable

Now imagine if you'd had a trusted resource to connect you to potential partners for the 'out of your core competencies' support. Would you find that...? (5= very valuable, 1= not at all valuable)

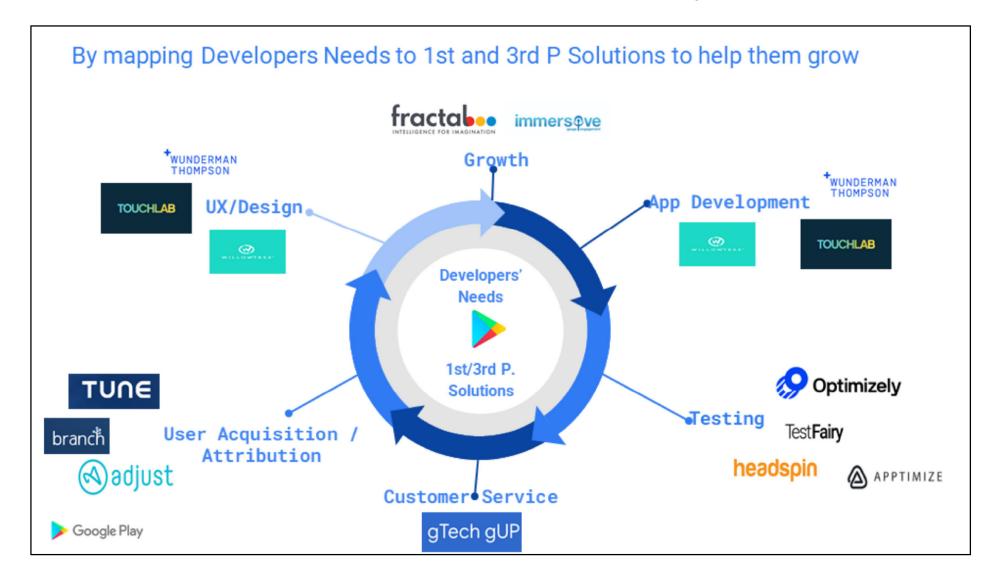
n=234 (Asked of those who say they don't need to outsource services or tools)

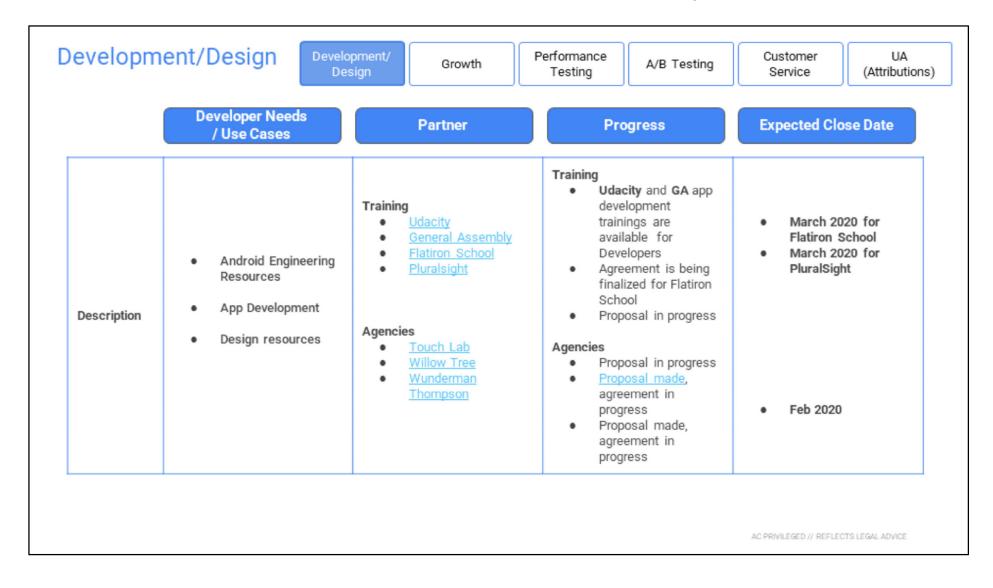


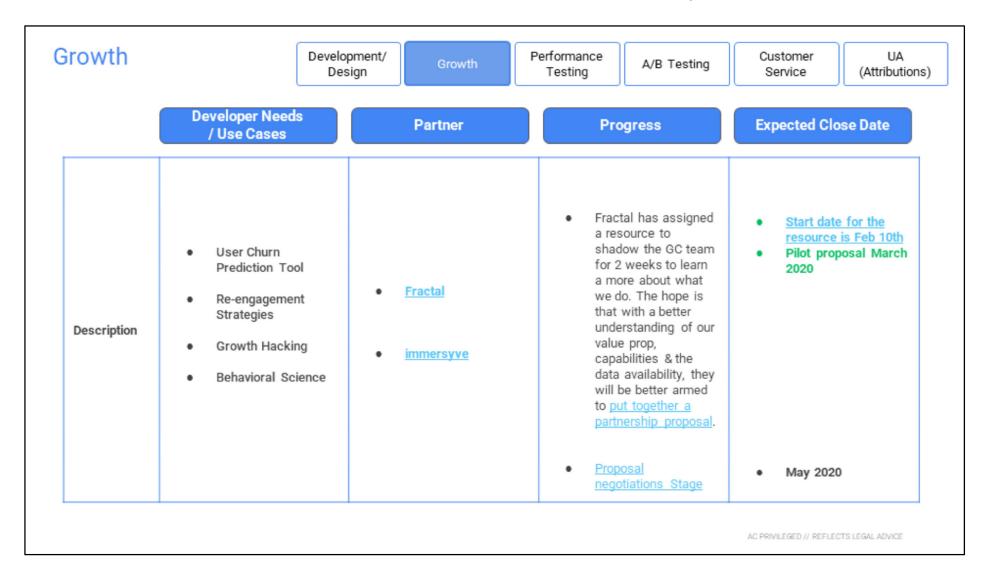




**B**ring world-class 1st and 3rd party solutions at a subsidised pricing or higher service levels in the areas that developers need to help them accelerate growth.

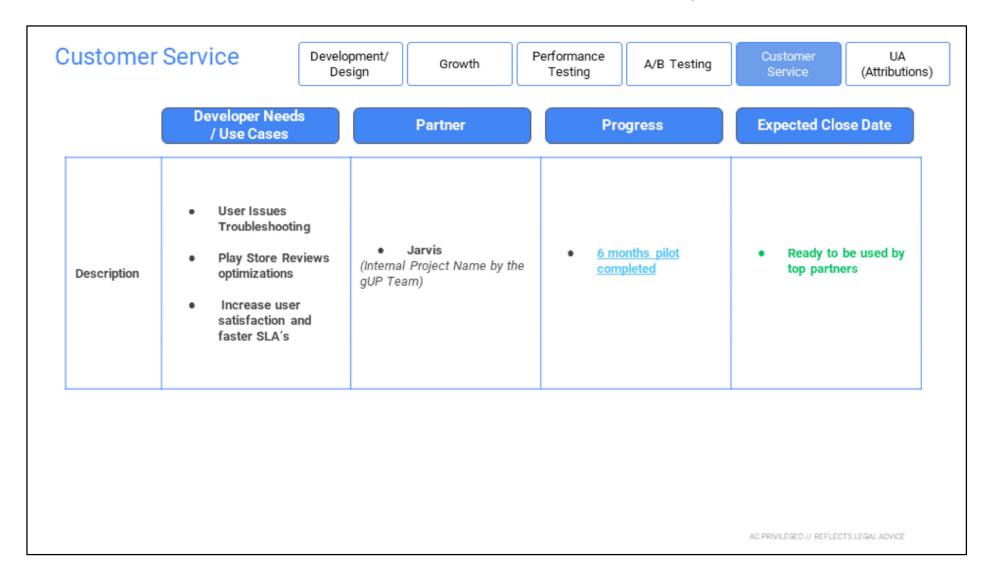






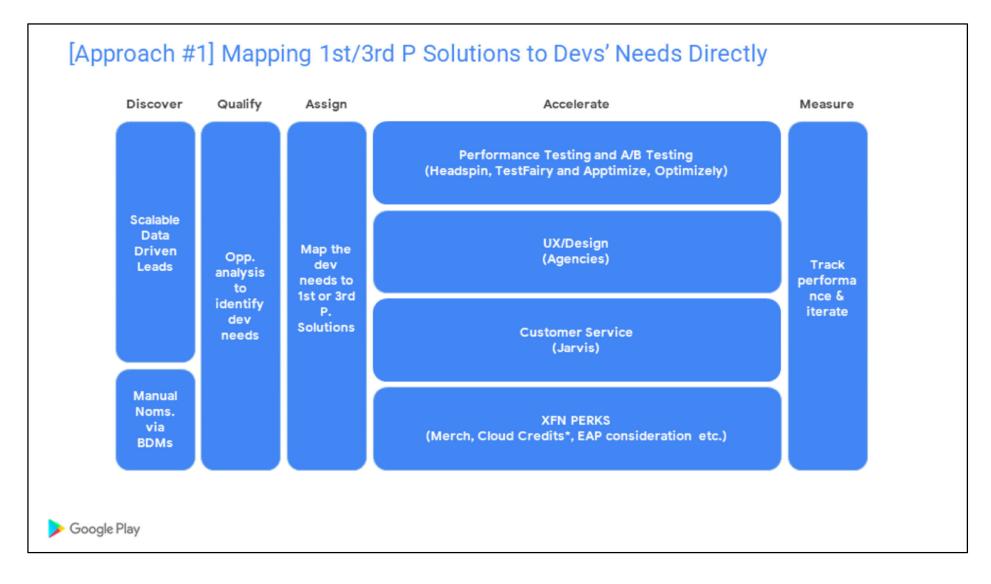
Performar		pment/ sign Growth	Performance Testing  A/B Testing	Customer UA (Attributions)	
	Developer Needs / Use Cases	Partner	Progress	Expected Close Date	
Description	<ul> <li>Global Expansion(GoGlobal)</li> <li>Identify Bugs and Fixes</li> <li>Faster app/feature Release</li> </ul>	• <u>TestFairy</u> • <u>HeadSpin</u>	<ul> <li>Pilot in progress</li> <li>Proposal negotiations</li> </ul>	Agreements     Accepted      March 2020	
				AC PRIVILEGED // REFLECTS LEGAL ADVICE	



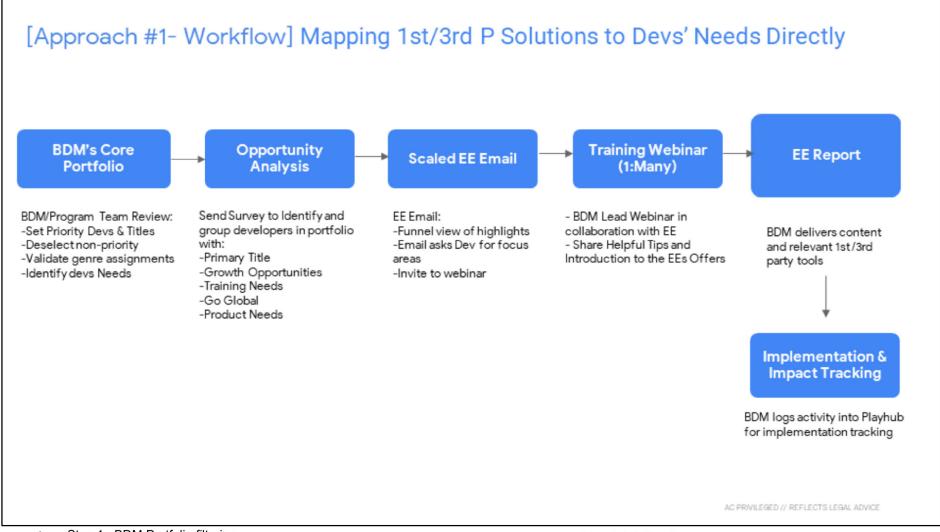


		Development/ Design	Growth	Performance Testing	A/B Testing	Customer Service	UA (Attributions)
	Developer Need / Use Cases		Partner	Pro	ogress	Expected Clo	ese Date
Description	Non-organic usequisition     Measurement     Tracking      User Behavious     Tracking      Fraud Prevent	and •	Kochava  Branch  AppsFlyer  Adjust	Prop     Prop     Prop     and     bee	posal in-progress posal in-progress posal in-progress posal Received Agreement has n shared for nature	<ul> <li>March 20</li> <li>March 20</li> <li>March 20</li> <li>Feb 2020</li> </ul>	20
						AC PRIVILEGED // REFLEC	OTS LEGAL ADVICE





• As part of our Q1 & early Q2 pilot work we will be focused on testing services & data in execution. With scoping, planning and some execution happening around building out marketing campaigns & custom activities for each developer track meant to increase adoption of recommendations, cross functional perks to drive overall Google partnership value and to help accelerate growth.

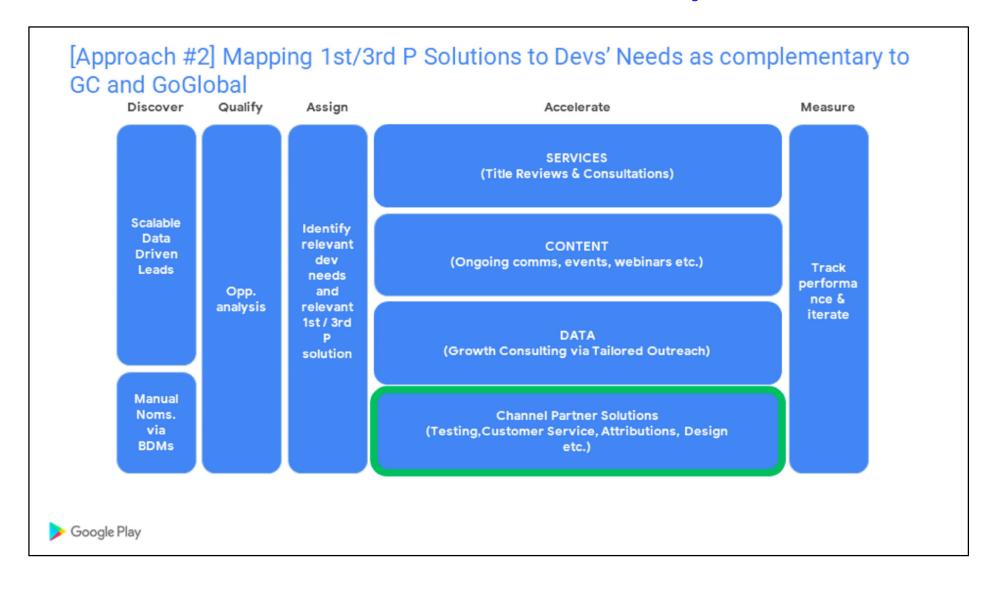


- Step 1. BDM Portfolio filtering
- BDM sets priority and de-selects certain devs
- Sets priority apps/games across devs
  - If Dev has already been contacted or engaged in activity in past (flagged)
- Validate Genre assignment
- Create Peer set (priority title)
- Step 2. Playhub Prioritization Tool
- Biggest Opportunities by key title
  - Funnel opportunity list view
  - >25% opportunities bubble up
- Monthly refresh of opportunities to BDM portfolios

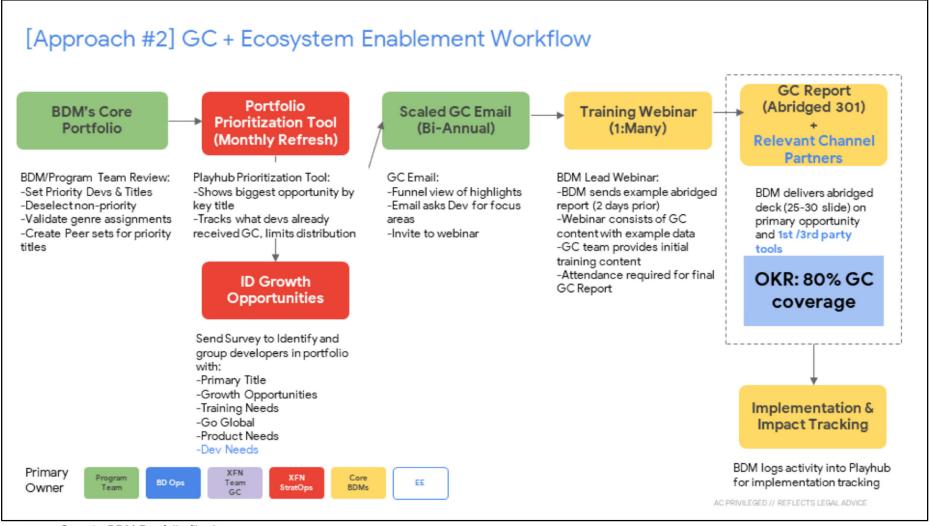
- Step 3 GC Email
- Funnel View of highlights
- Ask dev on focus areas
- With Webinar sign-up, BDMs mark attendance
  - Devs that attend get the scaled
  - No Shows (repeat) are dropped from Core
- Sent only bi-annual

#### Priority and tracking set

- Step 4 BDM Sends Abridged Report (2 days prior)
- Sent to devs that signed up for webinar
- Common solutions deck
- Step 5 Webinar
- GC content
  - Abridged 301 with example data
- GC team trains BDMs
- BDM decides how to deliver Hangouts, live stream
  - External Dory
- Step 6 Report
- IAP Games first (Adam H.)
- Abridged Deck
  - o 25-30 slides
  - o Sample data
  - Playhub template
- Implementation & tracking need to update activity tracker (to capture impact)
- Scaled GC Interaction BDM Triggered
- TechOps Consultation UX consultations (tech consulting separate offering)
- 3. "Scaled" GC
- (team generates reports, sends out via email and handles follow ups, questions etc.)



As part of our Q1 & early Q2 pilot work we will be focused on testing services & data in execution. With scoping, planning and some
execution happening around building out marketing campaigns & custom activities for each developer track meant to increase
adoption of recommendations, cross functional perks to drive overall Google partnership value and to help accelerate growth.

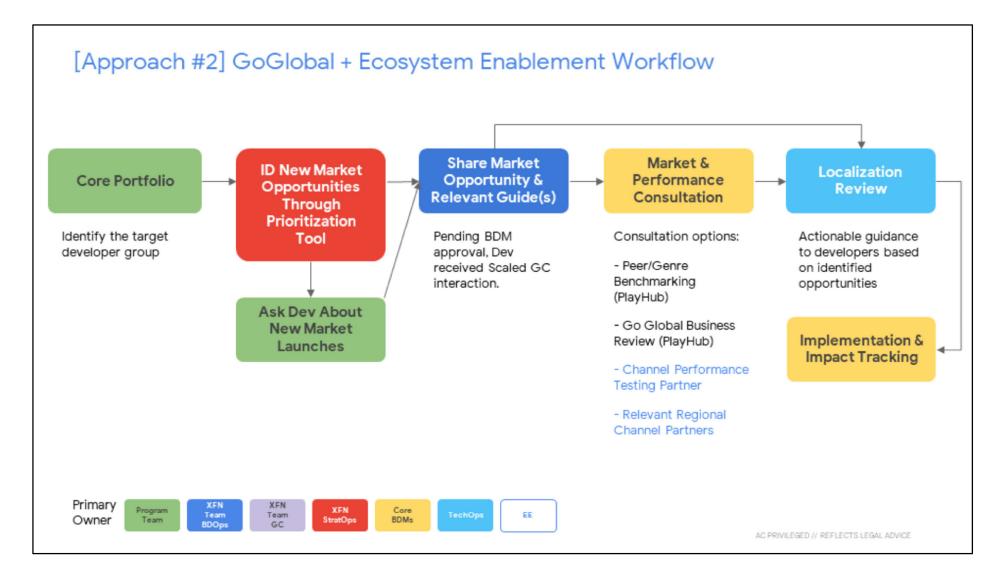


- Step 1. BDM Portfolio filtering
- BDM sets priority and de-selects certain devs
- Sets priority apps/games across devs
  - If Dev has already been contacted or engaged
  - in activity in past (flagged)
- Validate Genre assignment
- Create Peer set (priority title)
- Step 2. Playhub Prioritization Tool
- Biggest Opportunities by key title
  - Funnel opportunity list view
  - >25% opportunities bubble up
- Monthly refresh of opportunities to BDM portfolios

- Step 3 GC Email
- Funnel View of highlights
- Ask dev on focus areas
- With Webinar sign-up, BDMs mark attendance
  - Devs that attend get the scaled
  - No Shows (repeat) are dropped from Core
- Sent only bi-annual

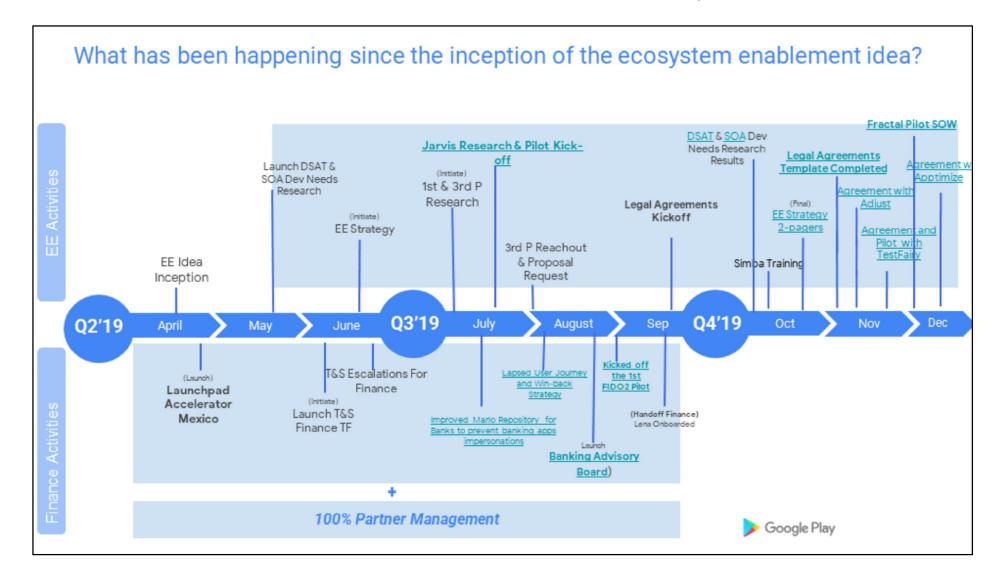
#### Priority and tracking set

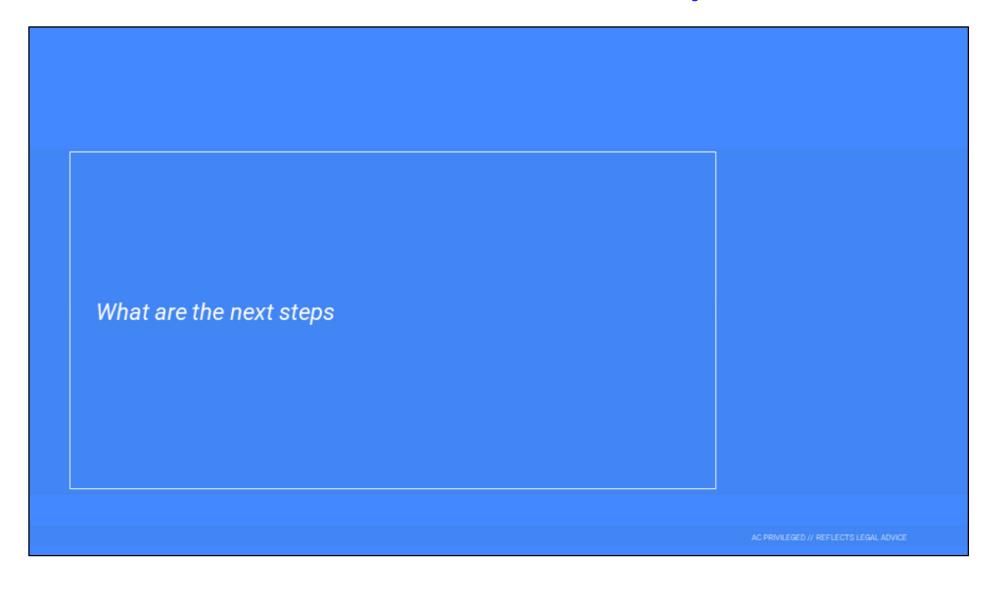
- Step 4 BDM Sends Abridged Report (2 days prior)
- Sent to devs that signed up for webinar
- Common solutions deck
- Step 5 Webinar
- GC content
  - Abridged 301 with example data
- GC team trains BDMs
- BDM decides how to deliver Hangouts, live stream
  - External Dory
- Step 6 Report
- IAP Games first (Adam H.)
- Abridged Deck
  - o 25-30 slides
  - Sample data
  - Playhub template
- Implementation & tracking need to update activity tracker (to capture impact)
- Scaled GC Interaction BDM Triggered
- TechOps Consultation UX consultations (tech consulting separate offering)
- 3. "Scaled" GC
- (team generates reports, sends out via email and handles follow ups, questions etc.)

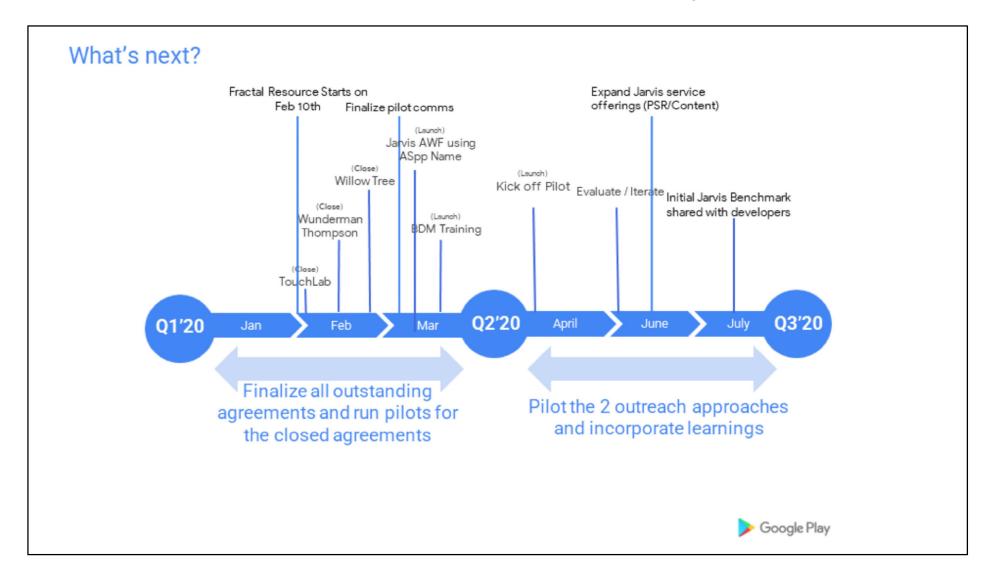


- Implementation & tracking need to update activity tracker (to capture impact)
- Scaled GC Interaction BDM Triggered
- TechOps Consultation UX consultations (tech consulting separate offering)
- 3. "Scaled" GC
- (team generates reports, sends out via email and handles follow ups, questions etc.)









### Next Steps

Q1'20

- Finalize agreements that are in progress to ensure a complete catalog of solutions in each area
- Kick off pilots with the completed catalogs available
- Train BDMs on the value of each 3rd party category and what solutions are good fit for their partners
- Kick Off comms approvals with Legal
- Launch Jarvis App Name

Q2'20

- Kick off pilots and evaluate the previous pilots
- Pilot the 2 workflows and modify as needed
- Close more 3rd party agreements
- Launch Jarvis Benchmark with developers



Control Number: GOOG-PLAY-000285821.R

AllCustodians: Kochikar, Purnima

Title: Ecosystem Enablement

Overview and Next Steps

Filename : Ecosystem Enablement

Overview and Next

St\_1n30-3lnEiBGAhScFuRvC7AGP nXO2jiRWTaeNMbKobr0.pptx

DateCreated: 2/6/2020 12:00 AM

TimeCreated: 00:51:00

DateLastModified: 11/17/2020 12:00 AM

TimeLastModified: 06:19:00

RecordType : E-Document

Application:

Author: Ashraf Hassan

Production Vol.: PROD048

Group Identifier:

Subject :

DateSent :

TimeSent:

Email From :

Email To:

Email CC:

Email BCC: